ProHance

PowerMouse™ and PowerTrack™

User's Guide

ProHance™

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Thank you for choosing ProHance.

Your ProHance device is more than a pointing device. It's a solution to making software easier, faster, and more consistent to use. Complex and lengthy commands are replaced with the press of a button, allowing you to navigate through your applications with ease, speed, and accuracy, without disrupting your focus on the task at hand.

The labeled buttons are easy to learn. More importantly, they become your "Quick Reference Guide" to using a program. And this manual, in explaining the use of your device, actually explains an easy and consistent way to use over 20 popular word processing and spreadsheet programs!

Of course, commands can still be done the old way—from the keyboard or from pop-down menus—so there's nothing to lose and everything to gain. Enjoy!

Part One
GETTING STARTED

This part of the manual explains:

- How To Install The Unit . . . . . Chapter 1
- Basic Operating Concepts . . . . . Chapter 2

In order to understand the rest of the manual, it's important to read Chapter 2: Getting Acquainted.

Chapter 1 Installation

Before You Start

Checklist: Your package should contain the following items. If not, please contact your dealer.

- The unit
- Ball
- Program diskette
- 9-to-25 pin adapter

Registration: If you wish to be kept up to date on our developments, fill out and return the Registration Card. This is for your benefit only; we do not sell or trade your name to anyone else. (Note: the serial number on the bottom of your device is not the FCC ID number.)

System Requirements:

- Any IBM compatible PC and video adapter
- DOS 2.01 or later
- An available serial port (also called an RS-232 or COM port)
- 15K available RAM

Step 1. Insert the Ball

TURN . . . . . the retainer ring counter-clockwise and lift it off.
PLACE . . . . . the ball carefully in its chamber.
REPLACE . . . . . the retainer ring and turn until it locks in place.

STEP 2. Install the Unit

SWITCH . . . . . system power off.
CONNECT . . . . the unit's cable to any RS-232 COM port.
SWITCH . . . . . system power back on.
PUT . . . . . the program diskette into drive A.
GOTO . . . . . Appendix A if you don't have a hard disk, otherwise ...
TYPE . . . . . A:INSTALL.

Installation will:

TAKE . . . . . about 1-2 minutes.
CONFIGURE . . the supplied drivers for your type of keyboard.
TEST . . . . . for correct installation and device operation.
COPY . . . . . all files to C:\PROHANCE or any other drive\directory.
CONFIGURE . . Windows 3.0 for ProHance (but only if you say so).
LOAD . . . . . the selected KDTs into memory (more about that later).
MODIFY . . . . . AUTOEXEC.BAT automatically (but only if you say so).
ACTIVATE . . . . the supplied ProHance POWER.COM driver.

To Unload the Driver:

Type POWER OFF at the DOS prompt from the ProHance directory. The confirming message POWER REMOVED will appear. If the message POWER DEACTIVATED appears instead our driver was deactivated, not removed, since another driver was loaded after ours.

Step 3. Configure your Mouse Programs

Let your mouse programs know you're using a ProHance device. Skip this step for non-mouse programs.

Windows 3.0: This was done during installation if you chose **Y**es to the Windows question. Otherwise, rerun INSTALL. Or run the Windows SETUP program. Select mouse options and choose OTHER. Enter C:\PROHANCE as the location of the driver; the ProHance option will appear. Choose it.

Older Versions of Windows and Applications: Run Windows SETUP and continue until you are asked to choose a "Pointing Device". Choose "Other". Enter C:\PROHANCE as the location. Choose the ProHance option which appears. To record the change, continue through SETUP until it finishes.

For other mouse-driven programs: Run the program's SETUP, CONFIG, INSTALL or similar utility. When a list of mice appears, choose the MOUSE.COM option. It's the basic mouse driver and is supported by virtually every program, but may not be listed as MOUSE.COM. If not, you will have to experiment, or call the software company for the option corresponding to MOUSE.COM. Here are a few tips:

For	Choose
WordPerfect 5.1	ProHance, or Mouse Driver (MOUSE.COM)
Lotus 1-2-3 3.1	(No selection required)
AutoCAD v10 or 11	Microsoft Serial or Bus Mouse
Ventura Publisher	Type 2 (use /M=02 or /M=12 in VP.BAT)
Quattro Pro	(No selection required)
GEM desktop	Bus Mouse (MOUSE.COM)

Options

There are several options you may want to experiment with later on. For now, just be aware they exist.

1. INSTALL has loaded POWER.COM. See Appendix B for optional drivers.
2. There are command line options. See Appendix C for details.

Routine Maintenance

Clean your device every few months, or if the cursor "sticks".

TURN . . . . . the retainer ring counter-clockwise and remove the ball.
CLEAN . . . . . the ball by blowing on it or wiping it with a soft cloth.
CLEAN . . . . . the rollers using a toothpick or other soft object.
VACUUM . . . . out the inside holding the tip near, but not in, the hole.
RETURN . . . . . the ball to its chamber and replace the retainer ring.

If You Have Problems

READ . . . . . Chapter 2: Getting Acquainted.
REFER . . . . . to Appendix F for common problems and solutions.
REFER . . . . . to our README.TXT file for the latest information.
CALL . . . . . if the problem persists.

Chapter 2 Getting Acquainted

Your ProHance device is configurable. Several configurations are supplied and you can create your own. Choose one, or change from one to another. The heart of this adaptability is the KDT.

Understanding KDTs

The buttons work like an auto-dial phone. Just as you might call "home" by pressing a labeled button, you can now "copy", "move" or perform virtually any other computer function simply by pressing a labeled button. When you do, a programmed sequence of keystrokes called a "key definition" or "macro" is sent to the computer. A complete set of key definitions is called a "Key Definition Table" (KDT).

You can have an unlimited number of KDTs, making an unlimited number of configurations possible. Each KDT is stored as a file in the ProHance directory. One or more KDTs can be in RAM, ready for instant access, but only one can be active at a time. The active KDT must match the program in use. Otherwise, the cursor may move erratically or not at all, and buttons may not perform as expected.

A library of predefined KDTs has been copied to your ProHance directory. The following chapters describe them. For most people these KDTs will meet their needs. However, you can easily modify or create your own KDTs using the supplied Editor.

Understanding Modes

In addition to key definitions, the KDT also stores parameters. One of these is the mode parameter, which determines whether ball motion is converted into cursor keys for non-mouse programs, or mouse commands for mouse programs. If the cursor moves erratically or not at all, change the active KDT or edit the mode statement in the KDT. See Chapter 7 for details on editing the KDT.

How to Make a KDT Active

For now, use one of our KDTs and activate it by typing POWERSEL at the DOS prompt from the ProHance directory, highlighting the one you want, and pressing Enter to select it. Later on, it will be well worth your time to read Appendix D for other ways to change KDTs.

Using Templates

Buttons are template-labeled. To install a template:

PowerMouse/100: Remove the snap cover surrounding the bottom 12 buttons by pulling out and up on one corner and sliding along that side; the cover will pop off. Attach a snap cover by attaching one end, gently lowering it until the keys come through the holes, then pressing the second end down until it snaps in place.

PowerTrack, PowerMouse/50, and PowerMouse/70: Simply drop the template in place.

Points and Drags

There are times when you will "click" a button, that is, press and release it without moving the cursor. Moving the cursor with all buttons released is called "pointing". There are other times when you will hold a button down while moving the cursor. This is called "dragging the key", and is commonly used to highlight a range.

To copy a block of text, for example, you might drag the COPY button over the text to be copied, point to the destination, then click the COPY button to identify the destination.

We Use The Notation	For
COPY➡ . COPY	Drag, point, click
COPY➡ . COPY➡	Drag, point, drag
COPY.COPY.COPY.COPY	Click, point, click, point, ...

If you don't like drags, you can get rid of them by changing [DRAG] commands to [POINT]s in the KDT, or by using the [NODRAGS] command (see Chapter 8). However, points require more button presses.

Key Combinations

Each button does up to 6 things by pressing modifier (shift) keys before pressing the button:

Fn USER	Are available from the ProHance keypad (if included in a KDT). They do not have to be held down when a second button is pressed. If you change your mind, cancel by pressing the button again before pressing another key.
SHIFT CTRL ALT	Are available from your keyboard. Hold the key down while pressing a button. They can also be put on the keypad by including them in the KDT, in which case they don't have to be held down while pressing another button.

We Use The Notation	For
Fn KEY	Only one key down at a time (no +)
SHIFT+KEY	Both keys down at the same time (+)

Changing Cursor Speed

Speed settings are stored in each KDT so the best speed for each use is automatically set. You can change speed by editing the KDT (Refer to Chapter 7) or by setting it globally with the /S command line option (see Appendix C).

Data Entry

When data entry is required, this is indicated by a number (n) of "f" characters for entries of fixed length, or by "v" for variable length. For fixed fields, commands automatically resume after n keystrokes. For variable fields, commands resume when ENTER is pressed.

Example of fixed entry notation: FRMT ff FRMT➡
Example of variable entry notation: GOTO v ENTER

Part Two:
USING YOUR PROHANCE DEVICE

You are ready to get started. This part of the manual explains the use of the predefined configurations for:

- General Use . . . . . .Chapter 3
- Word Processing . . . . . .Chapter 4
- Spreadsheets . . . . . .Chapter 5
- Other Uses . . . . . .Chapter 6

Select the Chapter and the KDT which apply. Then start your program, using the reference chart contained within the chapter as a guide.

There are a few important points that apply:

1. The list of KDTs may have changed since this manual was printed. For the latest list, refer to the README.TXT file copied to your ProHance directory.
2. Some of the listed functions may not be supported by a given program, or may operate slightly differently from the way shown. If there is ever any question about what a given KDT does, use the Editor's Print command to print out a reference sheet.
3. You can easily edit the KDTs to add, delete, and modify functions, or move functions from one button to another. Use the Editor's Print command to keep your reference sheets up-to-date, and the blank template to relabel your buttons. (If you need more blank templates, they are available at a nominal cost).
4. All ProHance "power" devices share the same 40-button KDTs. If your device has fewer than 40 buttons, you can still access any command. Simply edit the KDT to move the command to an available button.
5. The supplied KDTs correspond to English versions of programs. For other versions, you may need to edit the KDTs. For example, the Lotus COPY command begins with a "c" in English but with a "k" in German, so the key definition must be edited accordingly.

Chapter 3 Basic Configurations

This chapter summarizes the three KDTs which have been supplied for general-purpose use. If you want to stick with one configuration, one that will work in several programs, these are good choices. DEFAULT and FNKEY will work with any program, including Windows programs, and are excellent choices for the notebook computer user. The WINDOWS KDT will work with any Windows programs using Microsoft-compatible menus.

DEFAULT	The recommended general-purpose KDT
FNKEY	An alternative general-purpose KDT
WINDOWS	A general-purpose Windows KDT

However, you may want to take advantage of some of the more powerful functions included in the application-specific KDTs covered in later chapters.

The DEFAULT KDT

This is a summary of the supplied DEFAULT KDT. It is a good, all-around configuration that can be used with just about any program since the key definitions are not specific to a program. It offers convenient access to cursor control keys such as PgUp and PgDn which are very useful in graphics programs. It is a good configuration for laptop users, as well.

Use the buttons by themselves, or preceded by one of the modifier keys for shift-state commands. Up to six commands per button are possible. If that is more than you need, simply ignore all but the unshifted commands.

See Page 7 for additional comments.

BUTTON	UNSHIFTED	FN	USER	SHIFT	CTRL	ALT
BACKSP	Backspace			Shift-Bksp	Ctrl-Bksp	Alt-Bksp
(blank)						
CTRL	Ctrl					
DEL	Del			Shift-Del	Ctrl-Del	Alt-Del
END	End			Shift-End	Ctrl-End	Alt-End
ENTER	Enter	Enter	Enter	Shift-Enter	Ctrl-Enter	Alt-Enter
ESC	Escape	Undo	Escape	Shift-Esc	Ctrl-Esc	Alt-Esc
FN	Fn	Reset	Fn	Fn	Fn	Fn
HELP	Topic	Index				
HOME	Home			Shift-Home	Ctrl-Home	Alt-Home
INS	Ins			Shift-Ins	Ctrl-Ins	Alt-Ins
LMOUSE (/)	LMouse (/)	Menu	LMouse	Shift-LMouse	Ctrl-LMouse	Alt-LMouse
PgUp	PgUp	Home		Shift-PgUp	Ctrl-PgUp	Alt-PgUp
PgDn	PgDn	End		Shift-PgDn	Ctrl-PgDn	Alt-PgDn
RMOUSE	RMouse (Enter)	RMouse	RMouse	Shift-RMouse	Ctrl-RMouse	Alt-RMouse
TAB	Tab			Backtab	Ctrl-Tab	Alt-Tab
USER	User	Help	Reset	User	User	User
1-9, 0	1-9,0	F1-F10		Shift F1-F10	Ctrl F1-F10	Alt F1-F10
+	+	Yes				
-	-	No				
* / .	* / .					
=	=					
( )	( )	< >				

DEFAULT.KDT

The FNKEY KDT

This is a summary of the supplied FNKEY KDT. Like the DEFAULT KDT, it is a good, all-around configuration that can be used with just about any program since the key definitions are not specific to a program. It offers convenient access to function keys. It is also a good configuration for laptop users.

BUTTON	UNSHIFTED	FN	USER	SHIFT	CTRL	ALT
BACKSP	Backspace			Shift-Bksp	Ctrl-Bksp	Alt-Bksp
(blank)						
CTRL	Ctrl					
DEL	Del			Shift-Del	Ctrl-Del	Alt-Del
ENTER	Enter	Enter	Enter	Shift-Enter	Ctrl-Enter	Alt-Enter
ESC	Escape	Undo	Escape	Shift-Esc	Ctrl-Esc	Alt-Esc
FN	Fn	Reset	Fn	Fn	Fn	Fn
INS	Ins			Shift-Ins	Ctrl-Ins	Alt-Ins
LMOUSE (/)	LMouse (/)	Menu	LMouse	Shift-LMouse	Ctrl-LMouse	Alt-LMouse
PgUp	PgUp	Home		Shift-PgUp	Ctrl-LMouse	Alt-LMouse
PgDn	PgDn	End		Shift-PgUp	Ctrl-PgUp	Alt-PgUp
RMOUSE	RMouse (Enter)	RMouse	RMouse	Shift-RMouse	Ctrl-RMouse	Alt-RMouse
USER	User	Help	Reset	User	User	User
F1-F10	F1-F10	1-9, 0		Shift F1-F10	Ctrl F1-F10	Alt F1-F10
1-9, 0	1-9,0	F1-F10		Shift F1-F10	Ctrl F1-F10	Alt F1-F10
+	+	Yes				
-	-	No				
* /	* / .					
=	=					

FNKEY.KDT

The Preprogrammed Windows Functions

This is a brief explanation of the WINDOWS KDT, a good general-purpose configuration for users of Windows, Excel, Word, and other programs using Microsoft-compatible menus. Most of the commands will work from the Program Manager, although not all. See Page 7 for more comments.

To	Press
Open a file	FILE . FILE
Start a new file	CTRL+FILE
Save a file, overwriting the current file	USER FILE FILE
Save a file as another file name	ALT+FILE
Change directories	SHIFT+FILE
Pop-up the help menu	Fn USER
Print the document	PRINT
Preview the printed document	Fn PRINT
Set print options	USER PRINT
Maximize the current application or icon	MAXIMIZE
Maximize the current document	Fn MAXIMIZE
Minimize the current application	MINIMIZE
Minimize the current document	Fn MINIMIZE
Go to the next application (Alt+Esc)	TASK
Go to the next document	Fn TASK
Copy a block or range	COPY➡ . COPY
Paste a previously cut block or range	Fn COPY
Erase a block or range	ERASE➡ ERASE
Undo the last command	Fn ESC
Close the application	Fn FILE

BUTTON	UNSHIFTED	FN	USER	SHIFT	CTRL	ALT
BACKSP	Backspace			Shift-Bksp	Ctrl-Bksp	Alt-Bksp
COPY	Block	Paste				
DEL	Del			Shift-Del	Ctrl-Del	Alt-Del
ENTER	Enter	Enter	Enter	Shift-Enter	Ctrl-Enter	Alt-Enter
ERASE	Block					
ESC	Escape	Undo	Escape	Shift-Esc	Ctrl-Esc	Alt-Esc
FILE	Open	Close	Save	Directory	New	Save As
FN	Fn	Reset	Fn	Fn	Fn	Fn
INS	Ins			Shift-Ins	Ctrl-Ins	Alt-Ins
LMOUSE	LMouse	Menu	LMouse	Shift-LMouse	Ctrl-LMouse	Alt-LMouse
MAXIMIZE	MaxAppl	MaxDoc	RestoreAppl			
MINIMIZE	MinAppl	RestoreDoc	RestoreAppl			
MOVE	Block					
PgLeft	PgLeft					
PgRight	PgRight					
PgUp	PgUp	Home		Shift-PgUp	Ctrl-PgUp	Alt-PgUp
PgDn	PgDn	End		Shift-PgDn	Ctrl-PgDn	Alt-PgDn
PRINT	Document	Preview	Setup			
TAB	Tab			Backtab	Ctrl-Tab	Alt-Tab
TASK	NextTask	NextDoc				
USER	User	Help	Reset	User	User	User
1-9, 0	1-9,0	F1-F10		Shift F1-F10	Ctrl F1-F10	Alt F1-F10
+	+	Yes				
-	-	No				
*** / .**	* / .					
=	=					
( )	( )	< >				

WINDOWS.KDT

Chapter 4 Word Processing

Your ProHance device does not replace your keyboard for text entry, but does making editing considerably easier and faster.

- Move around the document quickly and naturally
- Copy, move, and erase blocks of text
- Underline, bold, and italicize important points
- Set fonts and styles
- Insert page breaks and footnotes
- Check spelling
- And more

It does this by highlighting text and executing commands at the touch of a button—without wasting time with menus or typing at the keyboard. The program is unchanged, so the normal pop-down menus are still accessible and commands can still be entered from the keyboard.

Supplied KDTs

Here's a partial list of the KDTs supplied:

TOTWORD	Volkswriter's Total Word	Non-mouse mode
VW3	Volkswriter 3	Non-mouse mode
VW4	Volkswriter 4	Non-mouse mode
WINWORD	Microsoft Word for Windows	Mouse mode
WORD	Microsoft Word	Non-mouse mode
WORD#	Microsoft Word	Mouse mode
WP	WordPerfect	Non-mouse mode
WP#	WordPerfect	Mouse mode
WS	WordStar	Non-mouse mode

Some programs can be configured to run with or without a mouse. Your ProHance device can work in either mode, moving the mouse cursor or the character cursor, but it requires a different KDT in each case. When there are two KDTs for one program, we use the "#" symbol to identify the mouse-mode KDT. Select the KDT that matches your program configuration. If you like, try both ways to explore the advantages and disadvantages of each approach—just make sure that the device configuration (i.e., the KDT) and the program configuration match.

Word Processing KDTs

This is a summary of commands for the supplied word processing KDTs, listed alphabetically. Use the buttons by themselves for the unshifted commands, or preceded by one of the modifier keys for shift-state commands. Up to six commands per button are possible. If that is more than you need, simply ignore all but the unshifted commands.

See Page 7 for additional comments.

BUTTON	UNSHIFTED	FN	USER	SHIFT	CTRL	ALT
BACKSP	Backspace			Shift-Bksp	Ctrl-Bksp	Alt-Bksp
COPY	Block	Paste				
DEL	Del			Shift-Del	Ctrl-Del	Alt-Del
DRAW	Line		Erase			
ENTER	Enter	Enter	Enter	Shift-Enter	Ctrl-Enter	Alt-Enter
ERASE	Block					
ESC	Escape	Undo	Escape	Shift-Esc	Ctrl-Esc	Alt-Esc
FILE	Retrieve (open)	Quit (exit)	Save	Directory	New	Save As
FN	Fn	Reset	Fn	Fn	Fn	Fn
FORMAT	Underline	Boldface	Italics	Tabs	Normal	Margins
GOTO	Page n	Page 1	Last page	Bookmark		
INS	Ins			Shift-Ins	Ctrl-Ins	Alt-Ins
INSERT	Pagebreak	Date	File	Bookmark	Footnote	Table
LMOUSE (/)	LMouse (/)	Menu	LMouse	Shift-LMouse	Ctrl-LMouse	Alt-LMouse
MOVE	Block					
PgUp	PgUp	Home		Shift-PgUp	Ctrl-PgUp	Alt-PgUp
PgDn	PgDn	End		Shift-PgDn	Ctrl-PgDn	Alt-PgDn
PRINT	Document	Preview	Setup			
REFORMAT	Reformat					
RMOUSE	RMouse (Enter)	RMouse	RMouse	Shift-RMouse	Ctrl-RMouse	Alt-RMouse
SEARCH	Find	Replace				
SPELL	Word	Document				
STYLE	Style/Font1	Style/Font2	Style/Font3	Justify Left	Center	Justify Right
THESAURUS	Thesaurus					
USER	User	Help	Reset	User	User	User
VIEW, ZOOM	Normal	Enlarged	Reduced	Outline	Draft	
WINDOW	Open	Next			Close/hide	
1-9, 0	1-9,0	F1-F10		Shift F1-F10	Ctrl F1-F10	Alt F1-F10
+	+	Yes				
-	-	No				
* / .	* / .					

WORD PROCESSING KDTs

Basic Buttons

Button	Function
Fn	A shift key. Release before pressing another key. If you change your mind, press it again to cancel.
USER	A shift key. Release before pressing another key. If you change your mind, press it again to cancel.
LMOUSE	Same as a conventional left mouse button. For some non-mouse KDTs, this may be a slash "/" key instead.
RMOUSE	Same as a conventional right mouse button. For some KDTs, this may be an Enter key instead.
MENU	A special ProHance command used by our various POWER drivers. Refer to Appendix B for details.
ESCAPE	Same as the keyboard's ESC key; also cancels and resets any key definition in progress.
ENTER BACKSPACE INS DEL + - .	Same as the keyboard. These keys are convenient to have at your fingertips to save time and disruption going back and forth to the keyboard.
1-9, 0	Numeric keypad. These keys double as function keys F1 through F10 by pressing Fn first, and shifted functions keys by using SHIFT, CTRL, or ALT.

Getting Started

To	Press
Retrieve or open a file	FILE . FILE
Start a new file	CTRL+FILE
Save a file, overwriting the current file	USER FILE
Save a file as another file name	ALT+FILE
Change directories	SHIFT+FILE
Print the document	PRINT
Preview the printed document	Fn PRINT
Set print options	USER PRINT
Undo the last command	Fn ESC
Pop-up the help menu	HELP (Fn USER)
Quit the program	QUIT (Fn FILE)

Getting Around

To	Press
Move the cursor	Roll the mouse or ball
Move up one page (or screen)	PgUp
Go "Home"	Fn PgUp
Move down one page (or screen)	PgDn
Go "End"	Fn PgDn
Go to page n	GOTO n ENTER
Go to page 1	Fn GOTO
Go to the last page	USER GOTO
Go to a bookmark	SHIFT+GOTO
Insert a bookmark	SHIFT+INSERT
Open a window	WINDOW
Move between windows	Fn WINDOW
Close a window	CTRL+WINDOW

Formatting Commands

To format a block of text	Press
Underline	FRMT➡
Boldface	Fn FRMT➡
Italicize	USER FRMT➡
Normal	CTRL+FRMT➡
Display tabs settings & prompt for new	SHIFT+FRMT
Display margin settings & prompt for new	ALT+FRMT
Style/font1	STYLE➡
Style/font2	Fn STYLE➡
Style/font3	USER STYLE➡
Justify left	SHIFT+STYLE
Center	CTRL+STYLE
Justify right	ALT+STYLE
Reformat text after changes	REFORMAT (CALC on PM100)

Editing Commands

To	Press
Copy a block of text	COPY➡ . COPY
Paste contents of the clipboard	Fn COPY
Move a block of text	MOVE➡ . MOVE
Erase a block of text	ERASE➡ ERASE
Insert a page break	INSERT
Insert today's date	Fn INSERT
Insert another file	USER INSERT
Insert a footnote	CTRL+INSERT
Insert a table	ALT+INSERT
Draw a line	DRAW . DRAW
Erase a line	USER DRAW . DRAW

Other Useful Commands

To	Press
Spellcheck a word	SPELL
Spellcheck the document	Fn SPELL
Call up the thesaurus (if available)	THESAURUS
Search for a word or phrase	SEARCH
Search for and replace a word or phrase	Fn SEARCH
Return a Yes response	Fn +
Return a No response	Fn -
View text normal size	VIEW
View text enlarged	Fn VIEW
View text reduced	USER VIEW
View the outline	SHIFT+VIEW
Preview the printed page	CTRL+VIEW

Chapter 5 Spreadsheets

Your ProHance device virtually eliminates the need to use your keyboard, except for text entry, and greatly reduces the time wasted going back and forth to pop-down menus. Spreadsheet work becomes more of a pleasure because you have fewer keystrokes to remember. And novices can be working like pros in minutes!

- Move around the spreadsheet quickly and naturally
- Create and copy formulas
- Sum ranges
- Move and erase ranges of numbers
- Change column widths
- Set titles and open windows
- Graph numbers
- And more

The underlying application program is not changed. The normal menus are still usable, and commands can still be entered from the keyboard.

Supplied KDTS

Here's a partial list of the KDTs supplied:

123	Lotus 123 1A thru 2.2 plus 3.1	Non-mouse mode
123#	Lotus 123 Release 3.1	Mouse mode
EXCEL	Microsoft Excel	Mouse mode
LUCID	DacEasy Lucid	Non-mouse mode
PLANPERF	WordPerfect PlanPerfect	Non-mouse mode
QUATPRO	Borland Quattro Pro	Mouse mode
QUATTRO	Borland Quattro	Non-mouse mode
SUPCALC4	SuperCalc	Non-mouse mode
SYMPHONY	Lotus Symphony	Mouse mode

Some programs can be configured to run with or without a mouse. Your ProHance device can work in either mode, moving the mouse cursor or the character cursor, but it requires a different KDT in each case. When there are two KDTs for one program, we use the "#" symbol to identify the mouse-mode KDT. Select the KDT that matches your program configuration. If you like, try both ways to explore the advantages and disadvantages of each approach; just make sure that the device configuration (i.e., the KDT) and the program configuration match.

Spreadsheet KDTs

This is a summary of commands for the supplied spreadsheet KDTs, listed alphabetically. Use the buttons by themselves for the unshifted commands, or preceded by one of the modifier keys for shift-state commands. Up to six commands per button are possible. If this is more than you need, simply ignore all but the unshifted commands.

See Page 7 for additional comments.

BUTTON	UNSHIFTED	FN	USER	SHIFT	CTRL	ALT
BACKSP	Backspace			Shift-Bksp	Ctrl-Bksp	Alt-Bksp
CALC	Recalc					
COLUMN	Insert	Delete				
COPY	Range	Paste				
DEL	Del			Shift-Del	Ctrl-Del	Alt-Del
ENTER	Enter	Enter	Enter	Shift-Enter	Ctrl-Enter	Alt-Enter
ERASE	Range					
ESC	Escape	Undo	Escape	Shift-Esc	Ctrl-Esc	Alt-Esc
FILE	Retrieve (open)	Quit (close)	Save	Directory	New	Save As
FN	Fn	Reset	Fn	Fn	Fn	Fn
FORMAT	0	0.00	$0.00		Reset	
GRAPH	Range					
INS	Ins			Shift-Ins	Ctrl-Ins	Alt-Ins
LMOUSE (/)	LMouse (/)	Menu	LMouse	Shift-LMouse	Ctrl-LMouse	Alt-LMouse
MOVE	Range					
PgUp	PgUp	Home		Shift-PgUp	Ctrl-PgUp	Alt-PgUp
PgDn	PgDn	End		Shift-PgDn	Ctrl-PgDn	Alt-PgDn
PRINT	Document	Preview	Setup			
RMOUSE	RMouse (Enter)	RMouse	RMouse	Shift-RMouse	Ctrl-RMouse	Alt-RMouse
ROW	Insert	Delete				
SUM	Sum	Average				
USER	User	Help	Reset	User	User	User
WIDTH	Width	Global			Reset	
WINDOW	Open	Next	Titles		Close/hide	
1-9, 0	1-9,0	F1-F10		Shift F1-F10	Ctrl F1-F10	Alt F1-F10
+	+	Yes				
-	-	No	Fill-			
* /	* / .		Fill* or Fill.			
=	=		Fill=			

SPREADSHEET KDTs

Basic Buttons

Button	Function
Fn	A shift key. Release before pressing another key. If you change your mind, press it again to cancel.
USER	A shift key. Release before pressing another key. If you change your mind, press it again to cancel.
LMOUSE	Same as a conventional left mouse button. For some non-mouse KDTs, this may be a slash "/" key instead.
RMOUSE	Same as a conventional right mouse button. For some KDTs, this may be an Enter key instead.
MENU	A special ProHance command used by our various POWER drivers. Refer to Appendix B for details.
ESCAPE	Same as the keyboard ESC key; also cancels any macro in progress.
ENTER BACKSPACE INS DEL +-*/.=	Same as the keyboard. These keys are frequently convenient to have at your fingertips to save time and hassle going back and forth to the keyboard.
1-9, 0	Numeric keypad. These keys also double as function keys F1 through F10 by pressing Fn first. For shifted functions keys, use SHIFT, CTRL, or ALT.

Getting Started

To	Press
Retrieve or open a file	FILE . FILE
Start a new file	CTRL+FILE
Save a file, overwriting the current file	USER FILE
Save a file as another file name	ALT FILE
Change directories	SHIFT FILE
Print the document	PRINT
Preview the printed document	Fn PRINT
Set print options	USER PRINT
Undo the last command	Fn ESC
Pop-up the help menu	HELP (Fn USER)
Quit the program	QUIT (Fn FILE)

Getting Around

To	Press
Move the cursor	Roll the mouse or ball
Move up one page (or screen)	PgUp
Go "Home"	Fn PgUp
Move down one page (or screen)	PgDn
Go "End"	Fn PgDn
Open a window	WINDOW➡
Move between windows	Fn WINDOW
Close a window	CTRL+WINDOW
Set titles	USER WINDOW➡

Editing Commands

To	Press
Copy a range	COPY➡ . COPY➡
Paste the clipboard	Fn COPY
Move a range	MOVE ➡ . MOVE
Erase a range	ERASE ➡ ERASE
Insert one or more rows	ROW➡
Delete one or more rows	Fn ROW➡ ROW
Insert one or more columns	COLUMN➡
Delete one or more columns	Fn COLUMN➡ COLUMN
Change column widths	WIDTH➡
Change global column widths	FN WIDTH➡
Reset column width to the global default	USER WIDTH
Format a range to 0 decimals	FORMAT➡
Format a range to 2 decimals	FN FORMAT➡
Format a range to currency	USER FORMAT➡
Format a range to the global default	CTRL+FORMAT➡
Fill a cell with minuses, asterisks, periods, or equal signs	USER -, USER *, USER ., or USER =

Other Useful Commands

To	Press
Sum a range of numbers	SUM . SUM➡
Average a range of numbers	Fn SUM . SUM➡
Recalculate the spreadsheet. Some programs do this automatically.	CALC
Graph a range of numbers with corresponding labels.	GRAPH➡ . GRAPH➡
Return a Yes response	Fn +
Return a No response	Fn -

Chapter 6 Use With Other Programs

An expanding number of KDTs in addition to those covered in prior chapters are included on your program diskette. Those that ProHance generated were copied to your ProHance directory. There are also a number of user-contributed KDTs that can be found in the USERKDTS subdirectory on your program diskette. For a listing of:

ProHance KDTs	type POWERSEL at the DOS prompt from the ProHance directory.
User KDTs	put the program diskette in drive A and type DIR A:\USERKDTS*.KD*.

These KDTs may not have corresponding templates. But you can get a reference sheet printed out for each KDT using the Editor's Print command.

Optional PowerPaks

ProHance supplies optional PowerPaks™ for Ventura Publisher, AutoCAD, and an expanding list of other programs. Each PowerPak consists of a KDT, reference guide, and template. These may or may not have come with your unit, depending upon whether or not you bought the option. If not, they are available from ProHance for a nominal cost.

A Note to VARs, OEMs, and Corporate Users

Custom templates available. Custom-labeled units and templates are available to volume users and resellers to match any use. If you are interested, contact us for more information.

Programmer's Kit Available. We also sell a programmer's kit which consists of a unit (complete with software, manuals, etc.) and a technical reference guide which explains the hardware and software interfaces to write your own drivers, for example, for MacIntosh, Unix-based computers, and other non-DOS based applications including instrumentation and industrial control. This is available only from ProHance. Please contact us directly to place your order.

Part Three
EDITING KDTs

This part of the manual explains how to:

- Change Parameters . . . . . Chapter 7
- Understand Key Definitions . . . . . Chapter 8
- Use The Editor . . . . . Chapter 9

We have supplied two editors. POWERED is a non-resident editor. POWERPLS is a resident editor.

To change cursor speed, set parameters, and print out reference sheets, you only need to read the next couple of pages.

If you decide to read further, you will discover it is surprisingly easy to edit or create key definitions. And it is well worth the time. Consider an auto-dial phone. You can continue to dial a phone number over and over, or you program it once, then forget it, letting the labeled button do all the work.

Your ProHance device works the same way for computer commands. Push-button control is fast. It's easy. And labeled buttons make it possible to use a program without having to learn the program.

Chapter 7 Editing Operating Parameters

This chapter gets you into and out of the Editor to do basic functions, without having to learn the Editor. If you want to learn more, the Editor is covered in detail in Chapter 9.

Changing Cursor Speed

Cursor speed settings are stored within each KDT, so speed can be optimized for each use. The parameters which affect speed are XSENS, YSENS, and SPEED. Here's a quick way to edit them. You can optionally edit the values directly in the DF default settings located below Row 40 in the Editor table, or you can change SPEED globally by using the /S command line option explained in Appendix C.

TYPE ..... POWERED at the DOS prompt to activate the Editor.
PRESS ..... **F**ile **R**etrieve and type in the name of the KDT to be edited if it is not already active. To view the list of KDTs, use the Up and Dn arrow keys and press Enter to select.
PRESS ..... **O**ptions **S**ensitivity.
ENTER ..... a ballistic gain (SPEED) number from 1 (slow) to 100 (fast), then press Enter. The default is 25.
ENTER ..... a value for sensitivity (both XSENS and YSENS) from 1 (slow) to 200 (fast), then press Enter. Default is 20.
PRESS ..... **Q**uit **Y**es to exit the Editor and save the changes.

SPEED sets ballistic gain, which increases cursor speed as you move faster, making it easy to speed across the screen, then slow down for exact cursor positioning.

For	Speed is
n < 10	Less than 200 dpi (dots per inch) with no ballistic gain.
n = 10	200 dpi with no ballistic gain.
n > 10	200 dpi with ballistic gain: top speed = 400 dpi for n = 20, 800 dpi for n = 40, etc.

XSENS and YSENS set cursor speed for non-mouse programs, and for mouse programs that move the cursor a character at a time instead of a pixel at a time. Try 10-30 (characters/inch) for word processing and other programs that move the cursor a character at a time, 5-10 (cells/inch) for spreadsheet and other programs which move several characters at a time.

XSENS and YSENS do not have to have the same value. To set separate values, press F10 to bring up the DF default macro and enter or edit the values directly.

Changing Mode

The ProHance driver works with both mouse and non-mouse programs. It does this by converting ball motion into one of two things: cursor keystrokes for non-mouse programs, or mouse commands for mouse programs. It's important to use the right mode so that you aren't sending mouse commands to non-mouse programs, or cursor keystrokes to a mouse program. To set the proper mode:

TYPE ..... POWERED at the DOS prompt to active the Editor.
PRESS ..... **O**ptions **M**ode.
PRESS ..... **A**utomatic to let our driver make the choice, or
2-button for 2-button mouse mode, or
3-button for 3-button mouse mode, or
Non-mouse for non-mouse (character) mode.
PRESS ..... Esc to return to the main menu.
PRESS ..... **Q**uit to exit the Editor and **Y**es to save the changes.

You can also edit the parameters directly by editing the DF default settings located below Row 40 in the Editor table:

Use	For
[0 BUTTON]	Non-mouse programs.
[2 BUTTON]	Mouse programs configured for 2-button use.
[3 BUTTON]	Mouse programs configured for 3-button use.
[AUTOSW ON]	Enabling autoswitching between modes. This is a good choice, but does not work with all programs.
[AUTOSW OFF]	Disabling autoswitching.

How to Print Out a KDT Reference Sheet

If there is ever any question about what a KDT does, or how it works, use the Editor to print out a reference sheet in any of several useful formats.

TYPE ..... POWERED at the DOS prompt to activate the Editor.
PRESS ..... **P**rint.
PRESS ..... **K**eypad for a 1-page summary in keypad layout, or
Table for a 1-page summary in table layout, or
Listing for a multi-page listing of the macros.
Setup to define a setup string for the printer.
PRESS ..... **Q**uit to exit the Editor.

Chapter 8 Understanding Key Definitions

Key definitions (macros) are straightforward. They are memorized versions of the keystrokes that would otherwise be typed to perform a function. Here are examples of the copy command for several programs. Notice that as different as these programs are, copy is now done the same way—two presses of the COPY button, once to highlight the block, and again to identify the destination.

For	The Copy Command Looks Like	Press
123	/c[DRAG][ENTER][POINT].[DRAG][ENTER]	COPY➡ . COPY➡
123#	[LC]/c[LM][LC][POINT][LM][ENTER]	COPY➡ . COPY➡
EXCEL	[LM][ALT]ec[POINT][LM][ENTER]	COPY➡ . COPY➡
WP	[ALT][F4][DRAG][CTRL][F4]12[POINT][ENTER]	COPY➡ . COPY
WP#	[LM][CTRL][F4]12[POINT][LC][ENTER]	COPY➡ . COPY
WORD	[F6][DRAG][F6][ALT][F3][POINT][INS]	COPY➡ . COPY
WINWORD	[LM][ALT]ec[POINT][LC][ALT]ep	COPY➡ . COPY
AUTOCAD	copy[ENTER][LC][ENTER][LC][POINT][LC]	COPY . COPY

Let's explore the WP (WordPerfect) command in detail. Alt-F4 marks the beginning of a block, Ctrl-F4 marks the end, "12" identifies the command as a copy command, and Enter completes the command. The [DRAG] and [POINT] commands have been inserted wherever we want to move the cursor, and will be explained shortly.

What Brackets Mean

The brackets around [ALT] indicate that the "A", "L", and "T" are to be treated together as a key, not as text. The same is true for [F4].

Brackets are used for keys that don't have single-letter equivalents, and for special commands that can be included within key definitions.

Here's a list of these keys:

[ESC], [ENTER]

[SHIFT], [CTRL], [ALT], [LSHIFT], [RSHIFT]

[F1] through [F12]

[INS], [DEL], [BACKSP]

[TAB] or [SHIFT][TAB]

[UP], [DOWN], [LEFT], [RIGHT], [PGUP], [PGDN], [HOME], [END]

[NUM LOCK], [CAPS LOCK], [SCROLL LOCK]

[LINEFD]

Any character in the character set can also be included as follows:

[\n]	Sends the character n (decimal) to INT16
[#n]	Sends the character n (decimal) to INT9
[#$n]	Sends the character n (hex) to INT9
[$sscc]	Sends scan code ss (hex) with character code cc (hex)

Using Drags and Points

[DRAG] and [POINT] allow the cursor to be moved in the middle of a command by suspending playback of the macro. [DRAG] resumes playback when the button is released. [POINT] resumes playback when the button is pressed a second time. If you don't like [DRAG]s, you can change them to [POINT]s by editing each macro, or by using the global command [NODRAG] in the DF macro. The disadvantage of [POINT]s is that they require more button presses, three in the revised example:

Revised WP Key Definition	Use
[ALT][F4][POINT][CTRL][F4]12[POINT][ENTER]	COPY . COPY . COPY

Including Mouse Buttons

Mouse buttonstrokes can be included within key definitions.

Use	To Include	Works like
[LM]	A standard left mouse button	[LDOWN][DRAG][LUP]
[LC]	A left mouse button click	[LDOWN][LUP]
[LP]	A left mouse button point	[LDOWN][POINT][LUP]
[RM]	A standard right mouse button	[RDOWN][DRAG][RUP]
[RC]	A right mouse button click	[RDOWN][RUP]
[RP]	A right mouse button point	[RDOWN][POINT][RUP]
[MM]	A standard middle mouse button	[MDOWN][DRAG][MUP]
[MC]	A middle mouse button click	[MDOWN][MUP]
[MP]	A middle mouse button point	[MDOWN][POINT][MUP]

The WINWORD copy command, for example, is equivalent to dragging the left mouse button over the block of text, pressing Alt-**E**dit **C**ut to copy it to the clipboard, pointing to the destination and clicking the left mouse button, then pressing Alt-**E**dit **P**aste to execute the command.

Ideas

If the example macros look long, you are absolutely right! That is the complexity required by the application. Once programmed, your device can do commands with pushbutton simplicity. The longer the macro, the more time and hassle you are saving.

Here's a perfect example. 1-2-3 has a great sort command that hardly anyone uses. The 14 keystrokes plus 10-20 more cursor keystrokes become one button press (SORT➡)!

> / **D**ata **S**ort **P**rimary-key BACKSP ENTER **A**scending ENTER **D**ata-range BACKSP . (cursor keys) ENTER **G**o **Q**uit

Here's another example. A CAD user draws a hole, threads it, and draws the corresponding bolt—in one button press!—replacing over 80 keystrokes.

Another big time saver. Use buttons to call up form letters, enter today's date, type the salutation, type the close, and so forth.

Macro Commands

At this point, we have already covered the macro commands that most people will ever need. However, an extensive set of commands is available. Here's a complete list. To save time you only need to type in the boldface letters, e.g., [**PL** 55] is recognized as [PLAYBA 55]. Remember to enclose command expressions within [brackets].

Use	To
Cursor controls:	
DRAG	Suspend playback until the button is released.
POINT	Suspend playback until the button is pressed.
NODRAG	Treat all [DRAG] commands as [POINT] commands.
Mode commands:	
n BUTTON	Set mode. 0 = non-mouse mode; n = 1, 2, or 3 selects 1-button, 2-button, or 3-button mouse mode.
AUTOSW **ON**	Enable autoswitching between non-mouse and mouse modes.
AUTOSW **OF**F	Disable autoswitching.
Parameters:	
DIVERG **n**	Treat motion within an angle n=0-45 degrees as horizontal or vertical. The default is n=22.
SPEED **n**	Set basic and accelerated speed. n=1-100; default=25.
XSENS **n**	Set basic horizontal speed. n=1-200; default=20.
YSENS **n**	Set basic vertical speed. n=1-200; default=20.
INT n	Send keys at INT9 scan code or INT16 character level.
PLAYBACK **n**	Send keys at n=55-14,000ms intervals, in 55ms increments.
Commands that emulate mouse motion:	
PUSHXY	Store the current cursor location.
GOTO **x y**	Jump to the cursor location x*(XCAL/100), y*(YCAL/100).
POPXY	Return to the location stored by PUSHXY.
XCAL **n**	Globally scale GOTO x values for different monitors.
YCAL **n**	Globally scale GOTO y values for different monitors.
Mouse buttonstrokes:	
LM, RM, MM	Include left, right, or middle mouse button drags.
LC, RC, MC	Include left, right, or middle mouse button clicks.
LP, RP, MP	Include left, right, or middle mouse button points.
Data entry:	
FFLD **n**	Pause for entry of a fixed field up to n=200 characters.
VFLD	Pause for entry of a variable field; press Enter to stop.
Special ProHance buttons:	
FN	Make an Fn shift-key.
USER	Make a User shift-key.
MENU	Activate features of the POWER* drivers (Appendix B).
Lock functions:	
x LOCK	Toggle the x = FN, USER, SHIFT, CTRL or ALT locks, reversing unshifted and shifted key combinations; and to toggle the keyboard's CAPS, NUM or SCROLL locks.
x OFF	Reset a lock.
LOCK **OF**F	Reset all locks.
Other commands:	
BEEP	Make a beeping sound.
KDT *name*	Change to one of the other KDTs already loaded in RAM.
REPEAT	Repeat subsequent commands in this key definition until another button is pressed.
RESET	Cancel any macro in progress.
title	Execute the macro with this title, then continue.
WAIT **n**	Pause for n = 1-14,000 milliseconds, in 55ms increments.
XOFF, **XO**N	Turn off and re-enable horizontal cursor motion.
YOFF, **YO**N	Turn off and re-enable vertical cursor motion.

Emulating Cursor Motion

Some programs have commands that cannot be accessed from the keyboard, only by using the mouse. To get around this limitation, macro commands are provided which recreate mouse movements and clicks automatically, allowing anything to be hot-keyed. These commands include:

PUSHXY	Store the current cursor location
GOTO x y	Jump to another screen location
POPXY	Return to the starting cursor location

A typical macro might look like:

[PUSHXY][GOTO 50 30][LC][GOTO +0 +10][LC][POPXY]

"x" and "y" values are percentages of the active screen width and height of a standard VGA monitor with 0 0 located at the top left corner and 100 100 located at the bottom right corner, and can be expressed in absolute (x y) or relative (±x ±y) terms. These values are multiplied by global XCAL and YCAL parameters to compensate for monitor differences.

Your program diskette comes with a utility SHOWXY.EXE which will display the current "x" and "y" values in the upper right corner of your screen. Load SHOWXY after POWER, then start your program. Record values for cursor locations you want to enter into your macros at a later time.

A good way to test a new macro for proper execution is to slow it down so you can watch it work. To do this, insert [WAIT 1000] after any [GOTO x y] command. Delete these later, when the macro is debugged.

Lock Functions

Pressing an unshifted key normally returns the corresponding macro. However, you can temporarily "lock" any one of the shift-states so that pressing an unshifted key plays back the shifted-state macro, and the shifted key plays back the unshifted-state macro. In other words, locks work just like the NumLock key on your keyboard, reversibly swapping their normal meanings.

Why would you do this? One reason is to toggle the numeric keypad between number and function keys. Another reason is to accommodate the bi-modal way a lot of programs work today, switching back and forth to a set of graphic or annotator commands. The graphic or annotator commands can all be put on one key-state, such as USER key-combinations, then toggled back and forth to the unshifted keys when you need them by locking and resetting the USER LOCK command.

Locks can be set and reset from within the Editor, or within a macro. If a second lock command is issued before the first is reset, it's not a problem, the second lock automatically resets the first.

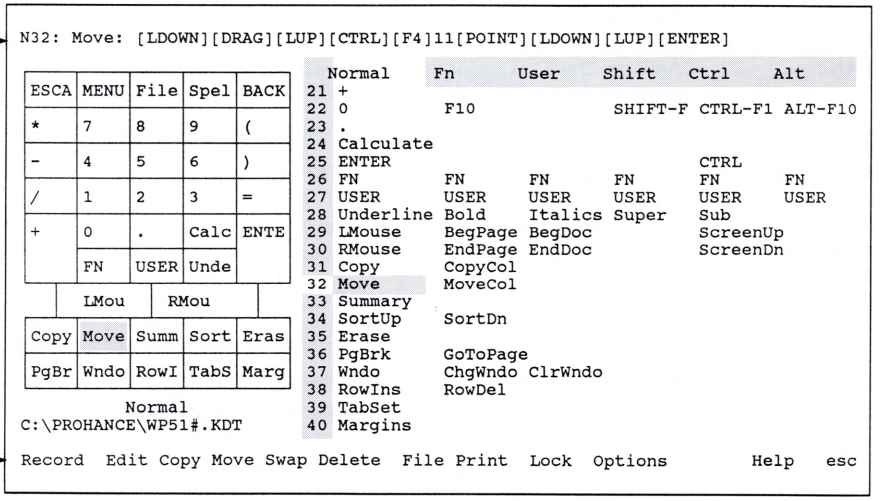
Chapter 9 Using the Editor

The Editor Screen

Here's a representation of the Editor screen. The left half displays a keypad view that shows which button is being edited. Press **O**ptions **T**ype to toggle this view for various ProHance devices.

The right half displays a table view. Rows 1-40 represent the 40 possible buttons, the six columns represent the six possible shift states — 240 commands in all. Row 0 is an undo buffer which holds a copy of the last key definition overwritten or deleted.

The edit line displays the current key definition and consists of a reference number, a title, and the macro. Titles are optional, but highly recommended. A title must be followed by a colon (:) to separate it from the macro. Caution: if you don't use a title but include a colon in a macro, everything to the left of the colon will be considered a title, not part of the macro.
A macro (including its title) can be up to 255 characters long.


N32: Move: [LDOWN][DRAG][LUP][CTRL][F4]11[POINT][LDOWN][LUP][ENTER]
ESCA MENU File Spel BACK
* 7 8 9 (
- 4 5 6)
/ 1 2 3 =
+ 0 . Calc ENTE
FN USER Unde
LMou RMou
Copy Move Summ Sort Eras
PgBr Wndo RowI TabS Marg
Normal
C:\PROHANCE\WP51#.KDT
Normal Fn User Shift Ctrl Alt
21 +
22 0 F10 SHIFT-F CTRL-F1 ALT-F10
23 .
24 Calculate
25 ENTER CTRL
26 FN FN FN FN FN FN
27 USER USER USER USER USER USER
28 Underline Bold Italics Super Sub
29 LMouse BegPage BegDoc ScreenUp
30 RMouse EndPage EndDoc ScreenDn
31 Copy CopyCol
32 Move MoveCol
33 Summary
34 SortUp SortDn
35 Erase
36 PgBrk GoToPage
37 Wndo ChgWndo ClrWndo
38 RowIns RowDel
39 TabSet
40 Margins
Record Edit Copy Move Swap Delete File Print Lock Options Help esc

This line shows the path and filename of the active KDT. To change KDTs, press **F**ile **R**etrieve, then use the up- and down-arrow keys to select from the available KDTs, or type in the name of the KDT (you can leave out the .KD* extension).

The DF and GO Macros: Below Row 40 are rows DF and GO, which are special autoexec macros that run as the KDT is loaded. DF runs each time it is edited; GO does not. GO can be used for any purpose, including starting the respective application program automatically. A quick way to jump to the DF cell and start editing is to press F10.

The Command Line

The Editor allows functions to be edited, copied, moved, swapped, and deleted with remarkable ease and speed. It also does a number of other things. Here's a list. Select a command by pressing the capitalized letters, such as **F** for **F**ile, or by pressing the LMOUSE button. Use ESC to back out an operation.

Use	To
Record	Record a macro. Only available using POWERPLS.
Edit	Edit the highlighted cell.
Copy	Copy a range of definitions.
Move	Move a range of definitions.
Swap	Swap a range of definitions with another range.
Delete	Delete a range of definitions.
File	
F Retrieve	Retrieve and activate another KDT.
F Save	Save definitions, overwriting the current KDT.
F save_**A**s	Save definitions as another file name.
F Merge	Write blanks within a range from another KDT.
F Fetch	Overwrite a range from another KDT.
F Compare	Print differences between the current and another KDT. This is extremely useful.
F New	Start a new KDT, resetting the table to a basic starter set of macros.
F Use	Activate the KDT automatically. Associate this KDT with a program by entering the name of the program "123" or its directory "Lotus".
Print	
P Keypad	Print a reference sheet in keypad layout.
P Listing	Print a complete list of macros.
P Table	Print a reference sheet in table layout.
P Options	
P O Setup	Specify a printer setup string.
P O Destination	Direct printout to a printer PRN, a specified DOS file, or any other valid DOS device.
Lock	
L Fn	Reverse the Normal and Fn shift-states of all buttons.
L User	Reverse the Normal and User shift-states of all buttons.
L Shift	Reverse the Normal and Shift shift-states of all buttons.
L Ctrl	Reverse the Normal and Ctrl shift-states of all buttons.
L Alt	Reverse the Normal and Alt shift-states of all buttons.
L Off	Turn the lock condition off.
Options	
O Type	Change the keypad view for different devices.
O Mode	
O M Automatic	Toggle [AUTOSW ON] or [AUTOSW OFF] in DF for autoselection of mouse and non-mouse modes.
O M 2-button	Set [2 BUTTON] mouse mode in the DF macro.
O M 3-button	Set [3 BUTTON] mouse mode in the DF macro.
O M Non-mouse	Set [0 BUTTON] non-mouse mode in the DF macro.
O Speed	Set [SPEED], [XSENS], and [YSENS] settings.
O Angle	Set [DIVERG] in the DF macro to n = 0 to 45.
O Playback	Change the playback speed of macros.
O Width	Vary the size of the keypad and table views.
Help	Get help. Press F1 in Edit mode for more help.
Quit	Quit the Editor. Choose **Y**es to save changes to disk; **N**o to use changes without saving them.

To Edit

To edit a key definition, highlight the corresponding cell, then press **E**dit. A cursor appears on the Edit Line. To insert characters, type them in. Most keys can be entered by pressing them. For keys used by the Editor such as Enter and Esc, this doesn't work; press Ctrl-P or Ctrl-L first, then the key. To delete characters, use DEL or BACKSPACE. To complete an edit, press ENTER to accept or ESC to cancel changes. Expressions within brackets will be capitalized to confirm acceptance. At this point, the changes are active. To save them to disk, press **F**ile **S**ave or **F**ile save**A**s.

Copy, Move, Swap, and Delete

These commands make it easy to move things around very quickly. With the cursor positioned on the desired cell, select a command using the keyboard or by pressing LMOUSE. For a single cell, press ENTER. For a range of cells, first move the cursor to the end of the range, then press ENTER. The **D**elete command is completed at this point.

To choose a destination, point to it. For a single cell, press ENTER. For a range of cells, first press the period "." key to anchor the start of the range, move the cursor to the last cell, then press ENTER. The **C**opy, **M**ove, and **S**wap commands are completed at this point.

Recording Key Definitions

With non-graphics programs, it is possible to record key definitions as you do them. To do so, load POWERPLS. Then:
PRESS ..... MENU to pop up the Editor screen
HIGHLIGHT .. the cell where the macro is to be placed
PRESS ..... **R**ecord ENTER

You are returned to your application program with the recorder on. Do the desired command from the keyboard, using cursor keys or your device to move the cursor. Be careful not to move the mouse or trackball unintentionally. When the command is finished:
PRESS ..... MENU to pop up the Editor screen
PRESS ..... **R**ecord-off ENTER to turn off the recorder

If the key combination you selected already has a macro, you will be asked to select **Y**es to overwrite it, or **N**o to cancel the record procedure. Check the recorded macro for accuracy, making any necessary changes. Then press **Q**uit to exit the Editor, choosing **Y**es to save the changes to disk, or **N**o if you don't want to.

Tips for Creating Key Definitions

1. Use unshifted button combinations for constantly-used commands.
2. Place the most-used commands on buttons that are easy to reach.
3. Place commands that are often used together on nearby buttons.
4. Include MENU, Fn, and USER which aren't available otherwise.
5. Use POINTs instead of DRAGs for destructive commands, providing an opportunity to Esc before the command is executed.
6. Use DRAGs for commands involving short distances, POINTs otherwise.
7. If you use XOFF and YOFF, be sure to include XON and YON. Consider adding these to Esc or Enter: [ESC][XON][YON] or [ENTER][XON][YON].

Appendix A Install Without a Hard Disk

Step 1. Insert the Ball

Step 1 is a repeat of Chapter 1, Step 1.

CLEAN ..... the ball by blowing on it and carefully wiping it with a soft cloth.
TURN ..... the retainer ring counter-clockwise and lift it off.
PLACE ..... the ball carefully in its chamber.
REPLACE ..... the retainer ring and turn until it locks in place.

Step 2. Install the Unit

TURN ..... system power off.
CONNECT .... the unit's cable to any RS-232 COM port.
TURN ..... system power back on.

Install to a floppy disk:

PUT ..... the program diskette into drive A.
PUT ..... a blank formatted diskette into drive B. If you don't have a drive B, start with the program diskette in drive A, then swap between the program diskette and the backup diskette as directed.
TYPE ..... COPY A:*.* B:. Wait until copying is completed.
TYPE ..... README. When you are finished reading, exit.
TYPE ..... TEST to test your installation. Exit when finished.

Activate the software:

TYPE ..... POWER
TYPE ..... POWERSEL and select one of the KDTs from the list. If in doubt, choose DEFAULT.

To speed things up in the future, you can copy POWER.COM and the appropriate .KD* file to your application boot diskette.

Step 3. Configure Your Mouse Programs

Return to Chapter 1, Step 3, and continue.

Appendix B Optional Drivers

You Have a Choice of Drivers

INSTALL activates the driver POWER.COM. However, we have provided a choice of several enhanced versions of POWER which pop-up various types of information—at the cost of more RAM. These enhanced drivers pop-up information only over non-graphics screens. If you use graphics programs, it is still possible to benefit from these drivers if you can switch to a non-graphics screen while in your program, for example, exit to DOS. If not, use POWER and save the extra RAM.

The button which is used to pop up this information is MENU (Fn LMOUSE). Subsequent selection of items within the pop-up screens can be made by pressing the LMOUSE button.

POWER.COM The basic driver. It's the one activated by INSTALL. It runs in the least amount of RAM, and is the "engine" for all the other drivers. Pressing MENU sequentially activates the next resident KDT (provided more than one KDT was loaded).

POWERSEL.EXE Pressing MENU pops up the list of available KDTs. The KDT highlighted when MENU is pressed a second time becomes the active KDT.

POWERPLS.EXE Pressing MENU pops up the Editor, allowing key definitions to be edited or recorded "on the fly".

POWERHLP.EXE Pressing MENU pops up the active KDT for reference (no editing allowed).

Remove the Active Driver First

To use one of these drivers, the active driver must first be removed, which can be done provided no other memory-resident drivers were loaded after it. To do so, type POWER OFF at the DOS prompt. If the message "Removed" appears, removal was successful.

If the message "Deactivated" appears, other memory-resident drivers were loaded after the ProHance driver. Typing any of the following commands will reactivate the previously active driver, but will not change to another driver.

Then Activate the New Driver

To activate one of the other drivers, simply type its name at the DOS prompt, optionally followed by the names of one or more KDTs which you want to go resident in RAM.

TYPE ..... POWER *kdtname kdtname kdtname*
or POWERSEL *kdtname kdtname kdtname*
or POWERPLS *kdtname kdtname kdtname*
or POWERHLP *kdtname kdtname kdtname*

Appendix C Command Line Options

There are several options you can add to the command line when the ProHance driver is loaded, as outlined below. One or more of these options can be used.

Use	To
/I=n	Assign a COM port interrupt level. This command is only used when a COM port is used that the BIOS cannot detect. INSTALL normally determines this value and automatically includes it on the command line written to AUTOEXEC.BAT.
/M=n	Reserve more KDT memory than the default. n=1 to 50 KBytes.
/N	Use on a networked computer.
/P=n	Assign COM port address where n is in hexadecimal. This command is only used when a COM port is used that the BIOS cannot detect. INSTALL normally determines this value and automatically includes it on the command line written to AUTOEXEC.BAT.
/S=n	Change ballistic cursor speed. n=1 to 100; default is 25. Use smaller numbers to slow down, larger numbers to speed up.
/T	Reduce resident size of POWER.COM driver, and reserve just enough memory for the defined KDTs. "Tiny" mode works with Windows, Ventura and other programs, but not all.
/X=n	Set XCAL, the horizontal calibration factor when [PUSHXY], [GOTOXY], and [POPXY] commands are used. Default is 100.
/Y=n	Set YCAL, the vertical calibration factor. Default is 100.

Examples

This command	Does this
POWER 123 /P=3E8 /I=2	Loads POWER with the 123 KDT, and looks for the ProHance device at port address 03E8 (hex) and IRQ2.
POWER EXCEL /M=3	Loads POWER with the EXCEL KDT, reserving 3 KBytes for KDT memory.
POWER WP /T /N	Loads POWER in tiny mode with the WP KDT, and gives higher priority to the network than to the ProHance device.
POWER VP /X=75 /Y=50	Loads POWER with the Ventura Publisher KDT, setting the X scaling factor to 75% and the Y scaling factor to 50%.

Appendix D Changing KDTs

You don't have to change KDTs. Use one of the general purpose KDTs, or use one that corresponds to the program you use most, and stick with it. For example, if you are a Windows user and use the WINDOWS KDT, at a minimum you always have the functionality of a 2-button mouse, and then some.

There are several ways to change KDTs. Here they are:

If more than one KDT is resident (i.e., loaded in RAM):

1. Switching can be automatic.

   If *kdtname* matches either the prefix of the program filename it corresponds to, or the subdirectory name the program file is in, the KDT will automatically be activated when the program is called. For example, use 123.KDT (123.EXE is the program) or LOTUS.KDT (the program is stored in C:\PROGRAMS\LOTUS).

   Alternatively, you can use the Editor **F**ile **U**se command to store the program filename (123) or subdirectory information (LOTUS) with the KDT, then use any *kdtname* you want. If there's no matching KDT, the current KDT stays active. Caution: automatic change may not always work in Windows. If you don't want to use automatic switching, only load one KDT resident.

2. Press MENU using POWER.

   If POWER is used, successive MENU presses will activate the KDTs in the sequence they were loaded. There's no visual cue, however, so use beeps in your DF macros for an audio cue, or make a macro that types out the name of the active KDT to the screen.

3. Use a macro.

   Program a button with the macro command [KDT *kdtname*], where *kdtname* is the name of the desired KDT without the .KD* extension. If the KDT is resident, it will be activated. Otherwise, the current KDT stays active.

Regardless of how many KDTs are resident:

4. Type "POWER *kdtname*" from the DOS prompt

   The first time you do this, it loads POWER and the defined KDT (or KDTs if more than one is listed). Thereafter, this command makes the new KDT active without reloading the driver. If the new KDT was not already resident, it will replace the resident KDT that is last in the sequence of resident KDTs.

5. Use batch files

   Add the ProHance driver command to AUTOEXEC.BAT before any menu program command line. If you chose not to do this during INSTALL, you can rerun INSTALL now, or do it yourself.

   AUTOEXEC.BAT
   ```
   path=c:\prohance
   power kdtname kdtname kdtname ...
   ```

   Then create a batch file in your ProHance directory for each program that (1) changes the active KDT, (2) starts the respective program, then (3) changes back to a "home" KDT when you exit the program. Here's an example batch file you would run by typing GOWORD from the DOS line.

   GOWORD.BAT
   ```
   c:\prohance\power wp
   cd\wordperf
   wp
   c:\prohance\power dos
   ```

6. Use POWERSEL

   Type POWERSEL at the DOS prompt and select from the list which pops up. If one of the other POWER* drivers is resident, the list pops up without POWERSEL going resident; otherwise, it does. If POWERSEL is the resident driver, this list can be popped-up over a non-graphics screen from within a program by pressing MENU.

7. Use POWERED or POWERPLS

   Change the active KDT with the **F**ile **R**etrieve command.

If you use Windows, here are some suggestions:

A. Try Automatic Change. But if you are using Alt-Esc or Ctrl-Esc to bounce between programs, especially mouse and non-mouse programs, this approach may not produce consistent results. Try another approach.

B. Only use one KDT, the one which corresponds to the program most frequently used. You still have use of the two basic mouse buttons, numeric keys, and function keys within other programs.

C. Only use two KDTs, one of the general-purpose KDTs (DEFAULT, FN KEY, or WINDOWS) and the KDT which corresponds to the program most frequently used. If you're using POWER, press MENU to toggle between the two. Put a beep in the DF macro of one of the KDTs so you have an audio cue as to which is active.

D. Add POWERSEL as a DOS program icon. Before going into an application program, click on it and select the KDT that corresponds to the program you want to use.

E. Click on the DOS icon to exit to DOS, type POWER *kdtname*, then exit back to Windows.

Appendix E List of Files

The ProHance program diskette contains the following files. However, the list changes with time. For an up-to-date listing, put the program diskette into drive A and type:

```
DIR A:*.*
DIR A:\USERKDTS\*.*
```

These are the program files:

INSTALL.EXE	The installation program. It can be used anytime after initial installation to upgrade to a later version of software, or to change settings.
POWER.COM	Power: the basic ProHance driver.
POWERED.EXE	Power Editor: the non-resident version of the Editor.
POWERHLP.EXE	Power Help: pops up a view of the KDT for reference.
POWERPLS.EXE	Power Plus: the resident version of the Editor.
POWERSEL.EXE	Power Select: pops up a list of KDTs for selection.
PROHANCE.DRV	The mouse driver interface for Windows 3.x.
README.EXE	An editor which displays README.TXT. It is used during installation, but can be used as a stand-alone program as well.
SHOWXY.EXE	A program which shows the values of X and Y to be used in the [PUSHXY], [GOTOXY], and [POPXY] commands.
TEST.EXE	One of our QA test programs. It tests the installation and the device for proper operation. It is used during the first installation, and can be used as a stand-alone program anytime thereafter.

To save disk space, the only files required to run with a single program are POWER.COM and one of the KDT files. That's all.

These are non-program files:

EXAMPLE.WKS	An example Lotus 1-2-3 spreadsheet.
README.TXT	A text file containing new information since this manual was printed.
.KD	The KDT files.

For more information on:

POWER*.*	Refer to Appendix B.
POWERED	Refer to Chapter 9.
POWERPLS	Refer to Chapter 9.

Appendix F If You Have Problems

Here's a list of common problems. For a more complete list, type README to review our README.TXT file. Also read Chapter 2.

Mouse is not found on any port

A. Check cabling for loose connections.
B. Check connectors for bent or broken pins.
C. Check your COM port assignments. Are there conflicts? Normally, our driver finds the unit on just about any COM port. If not, you can specify the port address and interrupt level as parameters on the command line. For example, the command "POWER 123 /P=3E8 /I=2" loads POWER.EXE and locates the unit at port address 03E8(hex) and IRQ2. If you are using a PS/2 with COM3 or greater, try using the command "POWER /I=3" (or /I=4) without any /P=nnn statement.
D. Try another COM port.

The wrong characters appear when keys are pressed

A. If you are not using an English keyboard, you must use INSTALL to select your type of keyboard.
B. Make sure you have the correct KDT activated.
C. Try adding [INT 9] to the DF macro. If this doesn't work, try:
   For programs using BIOS keyboard service routine:
      [INT 17] - The default. Fast, compatible with most programs.
      [INT 16] - Allows more special key combinations to work.
   For programs which bypass BIOS keyboard service routines:
      [INT 9] - If the default doesn't work, try this first.
      [INT 1] - For some resident macro programs.
      [INT 15] - For Advanced BIOS machines only.
      [INT 14] - Generates keyboard hardware interrupts.

Keys work but the cursor doesn't move

A. Check to see that the ball is in the unit.
B. If you are using a Zenith model 181 or other portable whose COM port does not meet RS-232 standards, there is insufficient voltage for the device to function properly.

The mouse cursor doesn't appear

A. If the program is not a mouse-driven program, there won't be one.
B. Is the active KDT setup for mouse mode? If not, the character cursor will be moved. Try the DEFAULT KDT.
C. If Windows is installed in a directory other than \WINDOWS, type INSTALL [Drive:]WindowsDirectoryName.

A mouse cursor appears but mouse clicks don't work

A. Does the active KDT match the application?
B. Use DEFAULT.KDT if the problem continues.
C. The KDT must define a button as the LeftMouse [LM] button, and another as RightMouse [RM].

The computer sounds like a Geiger counter

Some computers make beeps when you type. Turn this option off. If you use the Compaq DeskPro, do this by pressing Ctrl-Alt-Minus.

There is a problem with:

WORD4.0	set cursor speed to 0 (slow) to slow down autorepeat.
PCTOOLS V6	use the macro [INT 1][CTRL][ESC] to pop up.
SIDEKICK	use the macro [CTRL][ALT][DRAG][$9D][$B8] to pop up.
SYMPHONY	don't use COM1, or disable Symphony's communications mgr.

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FCC STATEMENT

This device generates and uses radio frequency (RF) energy. If it is not installed and used in strict accordance with the instructions provided in this manual, the device may cause interference to radio and television reception.

This device has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that RF interference will not occur in a particular installation.

If you have interference, disconnect your device from your computer. If the interference stops, it was probably caused by the device. Otherwise, something else may be causing the problem. With your device disconnected, turn your computer off. If the interference stops, check your add-in I/O boards, disconnecting one at a time, turning your computer on and off, to see if one of the boards is causing the interference.

To reduce or eliminate any interference, try the following:

- Reorient your radio or TV antenna.
- Move your computer further away or to one side of your radio or TV.
- Plug your computer into a different power outlet from your radio or TV so they are on different circuits and circuit breakers from your radio or TV.
- If necessary, consult with your computer dealer or an experienced radio-TV technician for more suggestions.
- You may also find the booklet "How to identify and Resolve Radio-TV Interference Problems", published by the FCC, to be helpful. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. The stock number is 004-000-00345-4.

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These statements shall be construed, interpreted and governed by the laws of the state of California.

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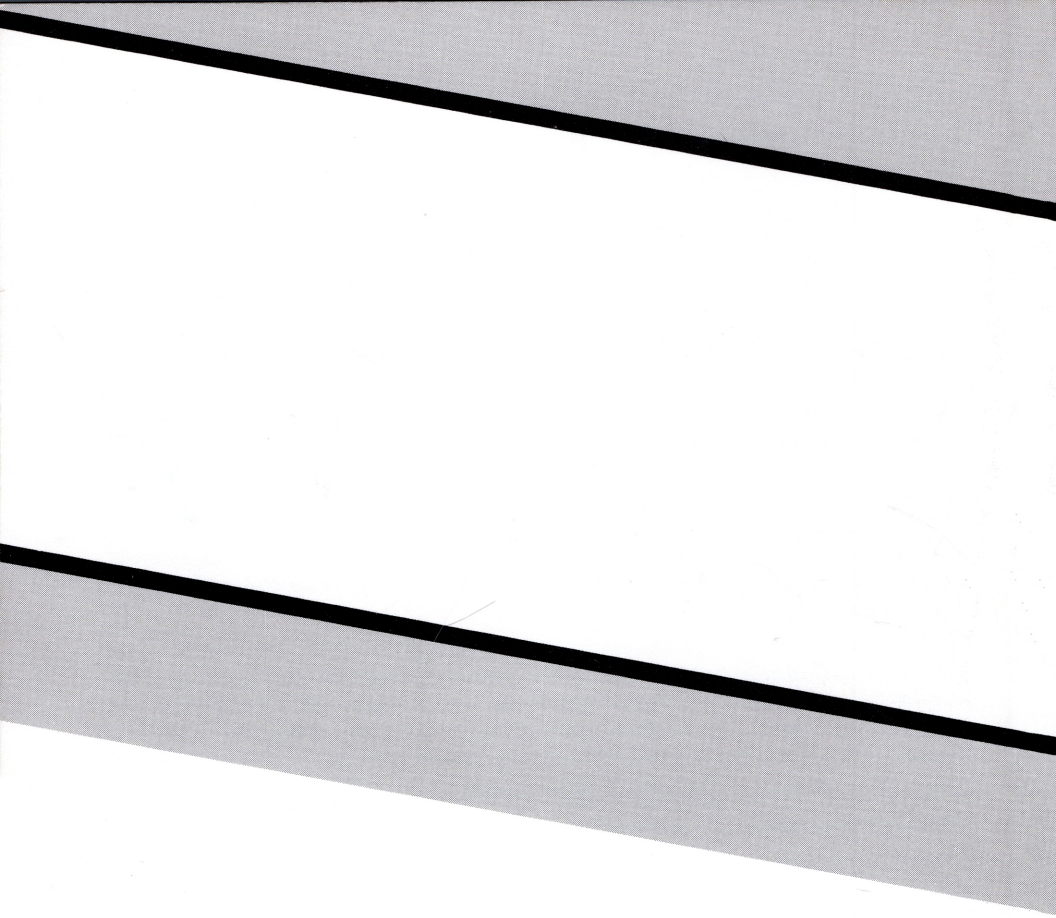

ProHance

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1-2-3 USERS

Read Me First
For A Quick Start

Step 1. Install the Unit

INSERT ..... the ball, removing the retainer ring to do so.
TURN ..... system power off.
CONNECT .... the unit's cable to any RS-232 COM port.
TURN ..... system power back on.
PUT ..... the program diskette into drive A.
GOTO ..... Appendix A if you don't have a hard disk, otherwise...
TYPE ..... A:INSTALL.

During installation, you will be asked to choose from a list of Key Definition Tables (KDTs). Just choose one for now.

CHOOSE .... 123 for Releases 2.x and 3.0
123# for Release 3.1

Installation will be completed in a couple of minutes.

Note for Release 3.1 users: After using your device for a while and reading the User's Guide, here's a suggestion if you are not using Windows. Don't do it now; just keep it in mind for later. Use the 123 KDT instead of 123#, but only after editing it to include the command [AUTOSW OFF] in the DF macro (see Guide for details). This gets rid of the mouse cursor and moves the character cursor instead, making it easier to scroll through a spreadsheet. You might prefer this mode of operation.

Step 2. Install the Spreadsheet Template

If the spreadsheet template is not already installed, then:

PowerMouse/100 – Remove the snap cover surrounding the bottom 12 buttons by pulling out and up on one corner and sliding along that side; the cover will pop off. Attach the spreadsheet snap cover by attaching one end, gently lowering it until the keys come through the holes, then pressing the second end down until it snaps in place.

PowerTrack, PowerMouse/50, and PowerMouse/70 – Simply drop the spreadsheet template in place.

Step 3. Get Started

Start 1-2-3 and retrieve a practice spreadsheet. Then begin using your device. Start with these commands, then proceed to the Guide to learn more.

To	Press
Move the cursor	Roll the mouse or ball
Pop up the Lotus command line	LMouse (123 KDT only)
Select a command	LMouse (using 123#) RMouse (using 123)
Move up one screen	PgUp
Move down one screen	PgDn
Copy a range	COPY➡ . COPY➡
Move a range	MOVE ➡ . MOVE
Erase a range	ERASE ➡ ERASE
Insert one or more rows	ROW➡
Insert one or more columns	COLUMN➡
Change column widths	WIDTH➡
Format a range to 0 decimals	FORMAT➡
Sum a range of numbers	SUM . SUM➡

Points and Drags

In the chart above, we have used a shorthand notation to indicate the following operations:

To	Means
"Click" a button	To press and release it without moving.
"Point"	Move while all buttons are released.
"Drag" a button	Press and hold the button down while moving.

The notation we use is this:

Example	Means To
COPY➡ . COPY➡	Drag, point, drag
MOVE ➡ . MOVE	Drag, point, click
SUM . SUM➡	Click, point, drag

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